

THE EYE SHIELD



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MESSAGE FROM ME

Welcome to issue forty-one of The Eye Shield. I've got plenty of treats in store for you as usual, not the least of which is a brand new story by Ian Down, whose Knightmare views are aired further down this very page. It was most heartening to receive this feedback, but remember, readers, I want more! Please e-mail me at the usual address with any views about Knightmare or TES - I'm still waiting eagerly to hear from **you!**

Also worth noting is the return of *Knightmare Locations*, which should bring a splash of colour back to the pages of TES. I promise you, readers, I have many more exciting castle locations lined up for this feature, but for now you will have to make do with *My Knightmare Locations*: three places that are very close to my heart, and also very important in my own personal Knightmare story.

Plus, of course, all your regular favourites await you, including two devious wordsearches, and what could well be the last ever *Creature Feature*. Yes, I'm afraid I've run out of creatures at last, but don't worry - there are plenty more exciting articles just itching to take its place, so make sure you keep on reading!

My sincere thanks go out to Ian Down of Guernsey, who responded fairly comprehensively to my latest plea for feedback. In addition to the first part of his gripping story, which chronicles the level three adventures of a most accident-prone dungeoneer, this issue also plays host to some of his comments about Knightmare. More of these, please, readers!

I've read and enjoyed the Knightmare website for a good few years - without responding - but a re-read of your messages made it clear to me that fan feedback is life-blood to a site like this, and so, for once, I'm responding.

Knightmare blew my mind when I was a teenager. It spoke, no; it *screamed* to me that this was the future of TV. Why on Earth this kind of format isn't around while *Big Brother* and *Love Island* dominate the schedules is absolutely anathema to me. I always thought an adult version of the show (or several) would come to populate prime-time almost as much as Davina McCall or Ant and Dec do now.

I would, of course, happily enjoy watching another series aimed at teenagers, particularly because the show (almost) always felt like it was aimed at those older than me when I was a teenager.

I don't mind telling you, Ian, I too despair at some of the rubbish they have on television today. I was watching the final edition of Top of the Pops quite recently, and found myself wishing that I could be back in the '80s again. It's worrying that I'm so nostalgic already - I'm only twenty-three! Thanks again, from the bottom of my heart, for getting in touch. Readers, there'll be more of Ian's comments next time.

Challenge Question: What did the following dungeoneers have to change about themselves at some point during their quests? *Ross (episode 307)*, *Nicky (episodes 406 and 407)*, *Dickon (episode 411)*, *Sofia (episode 612)*, *Julie II (episode 712)*.

REMEMBER THIS?

Series 6. Level 1.

THE HALL OF CHOICE

Methods of choosing quest objects varied from series to series. In series 1, there were no objects to choose! In series 2 and 3, the quest would usually be awarded by a wall monster. In series 5, the advisors chose their quest verbally before the dungeoneer entered the Dungeon. In series 7 and 8, Treguard simply announced the quest object at the same juncture. These methods are all fairly bland and boring compared to the methods of choice in series 4 and 6, however, as, in these two series, there was a special room in the Dungeon designed for choosing the object of the quest, which each team would have to complete as their first challenge. In series 4, the Place of Choice was used. You can read full details of this in *Remember This?* in TES issue 14. A similar challenge - this time taking place in the Hall of Choice - was introduced for series 6.

Whereas the Place of Choice offered a selection of two quest objects to pick from, the Hall of Choice offered all four. There were four blue squares spaced out along the edge of a pit, each with one of the quest objects (the Cup, the Crown, the Sword and the Shield) printed on it. There were four doors on the wall opposite these symbols, across the other side of the pit. The advisors had to direct the dungeoneer to stand on the symbol of the quest object they wanted to redeem, whereupon the blue square would light up, and four hexagonal prisms would grate up from the pit, forming a path across to one of the doors. Once the dungeoneer had been taken along this path and had reached the door, the hexagons slid back down into the pit, making a rhythmic grating noise as they did so.

You may think that this sounds like a very simple challenge, and that's because it really was! The Hall of Choice was not designed to

confuse or threaten teams, but merely to give them a quick, simple starting challenge to get them in the mood for what was to follow. Despite this, however, one team did experience a bit of trouble with the Hall of Choice. Ironically enough, it was Ben's winning team who had the most trouble directing their dungeoneer to stand on the square they wanted, and Ben was subjected to some awkward instructions before he finally managed to stand in the right place. However, this made no difference to the outcome of the quest, which just goes to show that the Hall of Choice was not a real challenge, but rather a nice visual way to start off quests.

Despite my generally positive feelings towards this room, there is one thing about the Hall of Choice that has always annoyed me. Once Ben had redeemed the Crown, I was expecting the Crown symbol to disappear from the choice of paths, as, in previous series, quest objects had no longer been available for other teams to quest for, once they had been redeemed. This time, however, the symbol remained, and Sofia was able to choose the quest for the Crown bare minutes after Ben had redeemed the thing! What's the point of dungeoneers bringing these things back for Treguard if he goes and puts them straight back where they came from? Still, I mustn't dwell on that, because it isn't worth getting upset about. Well, not really...

Difficulty: 2 A very simple starter.

Killer Instinct: 0 Never in a million years!

Gore Factor: 3 There was a nasty drop on offer.

Fairness: 10 An easy challenge, and a nice way to start off the quest.

ADVENTURE TIME

In this age of heroes, the score is Dungeon 11, Humans 5. Following hot on the heels of winning dungeoneer Katie, a new quest begins today. Will dungeoneer Cameron fare so well? Read on, and discover.

Cameron's quest begins in the level one clue room, where there is a table containing a bar of gold, a firestone and a potion bottle labelled *Dreadful*. Cameron describes these objects to his advisors.

"It seems that Fate has been kind to you, team, and brought you straight to the level one clue room," says Treguard. "However, if you are to earn your quest, you must still face the challenge of the living wall." The wall in front of Cameron shifts and reshapes itself into the gigantic face of Phelheim, the wall monster.

"Look upon the face of Phelheim!" the guardian thunders. "Answer me with truth now, dungeoneer, and I may yet be persuaded to your cause. Fail my challenge, and I feed on you. I have three mysteries, and here is my first. It is always in front of you, but can never be seen. Think of tomorrow, you'll know what I mean."

The advisors discuss this briefly, before giving Cameron an answer.

"Future," says Cameron.

"Truth accepted," Phelheim replies. "Here is my second. It is easy to bite, can be wagged if you must. Always wet, but never will rust."

The advisors are stumped by the obscurity of this riddle, and can not come up with an answer they are happy with.

"Tail," Cameron eventually ventures.

"Falsehood!" Phelheim proclaims. "Tongue was the truth I sought. Here is my third. Often soft, and always light. It could pen you this riddle, will you get it right?"

"Feather," Cameron responds confidently, amazed at the easiness of the final riddle.

"Truth accepted," says Phelheim. "Two is the score, you may learn more. Your quest is to find the Talisman, yet you may not hold it. You'll need to pay your toll if you are to reach level two. The first step is the sniff. The walls await me!"

"Now, team, make your choice, and exit fast," Treguard advises.

The advisors tell Cameron to take the bar of gold straightaway, but they have trouble deciding between the other two objects.

"I think I should take this *Dreadful* potion, because it's unusual," Cameron suggests, and the advisors agree.

Cameron is directed out of Phelheim's chamber, into a red-brick room where the Automatum stands between two doors. There is a scroll just in front of the door to the left.

"Extreme warning, team, the Automatum can be deadly!" exclaims Treguard. "Find what exit you may as quickly as you can, but make sure you don't leave this chamber without a vital clue!"

The Automatum clatters and whirs into life, and begins to clank forwards, towards Cameron. The advisors direct him towards the left-hand door, which causes the Automatum to change direction.

"Hurry!" urges one of the advisors, as the Automatum closes in.

"Grab the scroll!" adds another.

Cameron scoops up the scroll on his way past, and rushes through the door in front of him. He emerges into a dwarf tunnel, where he is instructed to read the scroll. It contains a single word: *Chivalry*. Once the advisors have written this down, they direct Cameron through the dwarf tunnels, which lead onto a narrow rocky ledge, next to a cliff face. The way is blocked by Fatilla, the barbarian guard.

"Ooh, a dunger-person," Fatilla remarks. "Well, I know what to do with dunger-persons. First I blip them, and then I blop them!"

"Quickly, team," Treguard urges. "You must find some way to get past this guard or your adventure ends here!"

"I'll give you this bar of gold if you let me pass," Cameron offers.

"You offer gold to old Fatilla, do you?" chuckles the barbarian. "Well I like gold, but I don't like it when I let you dungeoneers go free and Mogdred gets cross with me. No, I think I'll kill you first, and then take the gold from you. Well, you're not going to need it anymore, are you?"

Fatilla advances menacingly towards Cameron. Treguard again urges the team to take action. One of the advisors comes up with the bright idea of swallowing the potion. Cameron does this, and he immediately transforms into Mogdred!

"Well, this potion certainly does have a *dreadful* effect," Treguard remarks. "Let's hope you can use it to your advantage, team."

Fatilla is very confused by this turn of events. He blinks and stares at Cameron curiously, not quite sure whether or not to believe his own eyes.

"Let me through, you insufferable oaf!" Cameron commands, in Mogdred's voice. "I have important business to attend to."

"Yeah, but hang on a minute here..." Fatilla begins to object.

"Do you dare to defy your master?" Cameron interrupts. "Get out of my way, you imbecile, or I shall become very cross with you!"

"Yes, Master," Fatilla is forced to agree, as he presses himself up against the cliff face so that Cameron can walk past. "But what happened to the dungeoneer?"

"I have dealt with him," Cameron replies loftily. "I had to, seeing as you are so incompetent. Pray that I don't have to bail you out again, as you value your neck."

"Ooh, yes Master," Fatilla quivers. "Thank you, Master."

Cameron strides past Fatilla, and continues along the ledge. A portal soon comes into view, and Cameron exits through it. He finds himself standing in front of a small house with a thatched roof, which is set in the middle of some scenic countryside.

"This is Holngarth, team," Treguard explains. "Cameron, you did very well convincing Fatilla to let you go, but I sense that you're about to meet another guard who will not be so easily persuaded."

Sure enough, a guard emerges from the thatched house. This one, however, is not human, but a whirring metal robot.

"Warning, team, this is Dreadnort," Treguard explains. "We haven't seen him around the Dungeon for a while, but I think we can still guess what he's after."

"I seek a word!" Dreadnort intones. "Give me the correct word, or I take a limb instead. Maybe an arm, maybe a leg, or perhaps a head! Give me a word!"

"Chivalry," says Cameron.

"That word is the right word," Dreadnort grates. "You may pass, friend." Dreadnort clanks and stamps his way off-screen, and the advisors are able to direct Cameron to the door of the house. It takes him into Mildread's cave, where the old witch is stooped over her cauldron as usual. She looks up when she sees Cameron enter.

"Well, look at that," the witch sniffs disinterestedly. "Yet another dungeoneer blunders onwards. What is your name, young mugwump?"

"Cameron," he replies.

"Such a strange name," Mildread remarks casually. "Well, Cameron, if you want Mildread's help, you'll have to make it worth her while. What have you got, then?"

All Cameron has left is the gold bar, so he holds it out to her.

"Well, would you look at that!" Mildread exclaims. "You've brought the means to pay your toll, so you should easily be able to get to level two without my help. I'm off! You can just stew by yourself. You can go to pot!"

Mildread begins to shuffle out of the cave, but then she turns back to look at Cameron once again.

"Oh yes, by the way," she adds. "If you do manage to pay your toll, you'd do well to remember that the second step is the cough."

And with that, Mildread departs. There is nothing left for Cameron to do other than drop the gold into the cauldron. This he does, and the vessel immediately transforms into a wellway. The advisors direct Cameron into this, and he descends to level two.

Will Cameron survive the rigors of the second level? Read the next Adventure Time to find out.

PUZZLE PAGE ONE

Fatal Foes: Series 1-3

All of the people and things listed below were responsible, at least in part, for at least one dungeoneer death in series 1-3. Find them hidden in the grid.

A	E	R	Y	U	P	C	E	D	R	I	C	B	V	C
Q	W	A	T	I	O	A	Z	E	Y	T	R	N	M	X
M	A	S	D	F	G	V	X	A	U	I	E	W	Q	Z
O	R	L	K	J	H	E	C	D	O	P	A	S	D	L
G	I	B	B	E	T	R	V	E	C	V	K	J	F	K
D	A	M	Q	W	E	N	B	N	X	Z	L	H	G	J
R	D	R	T	Y	U	W	N	D	A	S	D	F	G	H
E	N	A	P	O	I	R	M	U	I	O	P	L	B	N
D	E	S	D	F	G	A	Q	G	O	B	L	I	N	S
X	Z	L	K	J	H	I	W	E	R	T	Y	L	D	F
C	V	B	N	F	A	T	A	L	F	A	L	L	S	G
M	Q	W	E	R	T	H	Y	U	I	O	P	I	A	H
R	E	W	Q	M	N	B	V	C	X	Z	L	T	K	J
T	Y	M	O	R	G	H	A	N	N	A	U	H	I	S
O	P	A	G	S	D	F	G	H	J	K	L	Z	X	W
C	V	B	R	N	M	Q	W	E	B	O	M	B	R	O
T	Y	M	E	D	U	S	A	U	I	O	P	A	S	R
D	F	G	H	J	L	Q	U	I	C	K	S	A	N	D

ARIADNE

BOMB

CAVERNWRAITH

CEDRIC

DEAD END

FATAL FALL

GIBBET

GOBLINS

LILLITH

MEDUSA

MOGDRED

MORGHANNA

OGRE

QUICKSAND

SWORD

CLASSIC QUEST

Series 5

Quest: The Shield.

Dungeoneer: Ben Lowings.

Advisors: John, Ray and Jonathan.

Home town: Exeter, Devon.

Team score: 10 out of 10.

This may be the final winning quest to be examined in this feature, but it was still classically good, believe me.

Level One: After an introductory flight on Smirkenorff, Ben is presented with an early choice of objects. He picks up a bag of silver and a spyglass, after much deliberation. Amongst the castle ruins, Ben meets Motley, who is trapped in some stocks. The jester explains that Elita has locked him in there, and Ben agrees to persuade the bad-tempered elf to release him. Motley advises Ben to find a green gem with which to bribe Elita, then he explains how to use the spyglass that Ben is carrying. Through this, the team see Lord Fear moaning at an unseen Skarkill for a while, but, unusually, nothing of any real value is learned.

On the outskirts of Wolfenden, Ben meets Julius Scaramonger. The merchant eventually parts with a green gem in exchange for Ben's silver, after trying to flog him a useless red gem. Ben then meets Elita in a courtyard. After some of the cavern elf's customary rudeness, she agrees to release Motley in exchange for the green stone. She also reveals the causeway code - *red, blue, green and grey*. The advisors use this to guide Ben across the causeway, and then Motley reappears and gives Ben the password (*bludgeon*) as a thank-you for his rescue. This helps Ben to pass the blocker, and he then arrives in a room that leads on to the Descender.

Before he can change levels, however, Hordriss quizzes him about his intentions. When he is satisfied that Ben is worthy of his help, Hordriss explains how to use the Descender, and that it must be stopped after four levels in order to reach level two. The advisors have no trouble in

counting the levels and halting the Descender, so Ben is able to progress into the second level.

Level Two: In a clue room, Ben acquires a horn and a book. Yet again, it takes the team a long time to decide on their choice. There is also a scroll in the clue room which gives a clue for the causeway - *rock breaks scissors*. Next, Ben is accosted by Sylvester Hands, who gabbles at him for a few moments before Gwendoline turns up, with her bow and arrow at the ready, looking for Hands. When Gwendoline is not looking, Hands sneaks off and puts on a helmet that looks exactly like the Helmet of Justice.

Gwendoline is unable to tell (rather stupidly) whether Hands or Ben is the real dungeoneer, so she asks them a set of three questions. Ben is able to answer two of these correctly, and Hands runs off. Gwendoline resolves to catch up with the filthy vagabond later, and accompanies Ben into the Greenwood, where she tells him that the password for the level is *morning star*. In a forest glade, Sir Hugh turns up and announces his intention to rescue Ben and Gwendoline. When Gwendoline tells him to get lost, Sir Hugh distracts her by saying that there are goblins lurking amongst the trees and then carries her off using a fireman's lift.

An eye shield sequence then takes Ben through a farmyard, up a path and into an inn, where a spyglass is waiting on a table. Through this, the team see Lord Fear and Skarkill discussing what a nuisance Gwendoline is. Skarkill offers to capture her, but Lord Fear tells him to concentrate on catching up with Ben instead, seeing as Gwendoline would likely come off better in a tussle with Skarkill: *"You would, of course, look different with an arrow through your head, but it shouldn't affect your thought processes."* - **Lord Fear**.

As Ben puts the spyglass down, Brother Mace arrives in the inn. After an amusing scene in which Mace is forced to prove his identity to the team, the monk parts with some snippets of information and a spell called SESAME in exchange for the book. After leaving the inn, Ben has to run across an area of open ground to a castle keep, where the causeway is waiting for him. By stepping on rock, scissors and then paper, Ben crosses safely. He passes a second blocker by means of the password, and then arrives in the final room of the level.

A large metal door clanks upwards, revealing the Descender beyond, but Skarkill arrives to block Ben's path. By blowing the horn, Ben summons Gwendoline, whose threats and arrows soon send Skarkill packing. Gwendoline tells Ben that it's winter in level three before she shoots off, and the advisors work out that this means they have to look for wintry scenery through the windows of the Descender. Using Hordriss's earlier instructions to start the machine, Ben is able to descend towards level three. When the advisors see a snow-covered castle through a window, they tell Ben to stop the Descender at the next door. It is locked, but the SESAME spell soon opens it. Ben steps out of the Descender, into Winteria, and into the third level.

Level Three: A tree stump on a snow-covered field contains a spyglass, through which the team see Lord Fear tasking Aesandre with stopping Ben's progress. There is also a scroll, which instructs the team to *give a dog a bone*. From the stump, Ben picks up a green gem and a bar of gold. In the next chamber, Ben is forced to endure a second meeting with Elita. He sparks her interest with the green stone, which she agrees to swap for a bone, which the team are looking out for because of the scroll clue. In the very next chamber, Ben is able to trade the large sphinx bone with Hordriss for two spells, FIRE and FREEZE: *"One defeats the sorceress Aesandre; the other releases the object of your quest."* - **Hordriss**.

In the room which used to be the Block and Tackle, Ben meets Aesandre in person. The sinister queen threatens him with death, but the FREEZE spell puts her promptly on ice. Ben then arrives at a castle moat, which has a small island in the middle. The team have to direct him over several platforms containing Roman numerals, completing simple equations as they do so. Once Ben reaches the island, which has the symbol of a sun on it, the Shield of Justice appears, but it is trapped in a block of ice. The FIRE spell releases it, and Ben picks the Shield up.

A quick stroll across a few shape puzzles (accompanied by a rapidly depleting life force, featuring the old beating heart sound for the one and only time in series 5) Ben reaches the castle door, which leads him back to the antechamber, where Treguard, Pickle and the advisors are waiting to greet him. After a bit of celebration and the presentation of a large frightknight trophy, Treguard sends the victorious team home with the spell HEROES, which he has not used on a team since series 2, and never does again.

Summary: "A trifle disorganised, Master" but an excellent team nonetheless, who deserved their exciting victory.

CREATURE FEATURE

Series 6. Level 1/2.

DREADNORT

Dreadnort was a metal robot, built by Lord Fear just prior to the start of series 6. He was goldish-brown in colour, large and square-rigged in build, had two visor-slits in his head, and had one flexible and one inflexible knee-joint. As well as being a creature, Dreadnort was a character in his own right, although he had no characteristics as such. His deep, grinding voice was provided by Clifford Norgate.

Dreadnort's one and only task in the Dungeon was to collect passwords. Despite the fact that both Treguard and Lord Fear implied in the first episode of the series that Dreadnort was a highly dangerous enemy, hell-bent on destroying dungeoneers by whatever means necessary, it became clear in the second episode that this was not the case at all. Dreadnort would accost dungeoneers and utter that infamous line: "Give me a word!" - **Dreadnort**. If the password was ventured, Dreadnort clanked off the screen and the quest continued. If the password was not ventured, the quest would end there.

Sounds a lot like a blocker, doesn't it? Well, the truth is that Dreadnort performed exactly the same role as the blockers, and he really didn't do any more than that. At the start of the series, he collected passwords in level two only, leaving the task in level one to the blockers. However, later in the series, he could be found demanding passwords in level one as well, thus rendering the blockers completely redundant. One might question why Lord Fear bothered to waste time and technomagic building a new creature that was exactly the same as an existing one, and I can think of no practical reason for this. Perhaps, in truth, Dreadnort was just a way for Lord Fear (and the Nightmare production team) to show off some new technological tricks.

However, despite his somewhat unnecessary and incidental part in Nightmare, Dreadnort does have the privilege of being able to boast a victim, unlike many other characters and creatures. Although this was

undoubtedly due to Sumaiah's advisors' lack of acumen when dealing with scroll clues relating to witch amber rather than Dreadnort's formidability as a foe, I have to admit that the moment when Dreadnort brings a very abrupt and definite end to Sumaiah's quest is a satisfying moment: "*With no word, you have reached journey's end!*" - **Dreadnort**. Having said that, Dreadnort didn't actually make good on his threat to remove one of Sumaiah's limbs, but merely blocked her way until her life force ran out. This was a disappointing death scene, and could have been much more spectacularly performed by a blocker, as we know from Chris III's level two death in series 5.

I seem to have been very negative about Dreadnort in this article. As I type, I'm surprised to find how little I seem to like him. I don't really have anything against the character as such; I just can't see the point of bringing him in solely to replace the blockers, especially when they were better at the job anyway. If Lord Fear had used Dreadnort in other situations, he could have been an effective enemy and a good character, but this was, sadly, not to be.

Pickle hinted on occasions that Lord Fear had more than one Dreadnort, although no one else seemed to be of this opinion. Imagine if it were true, though, and several of the creatures had attacked a dungeoneer at once - there could have been some genuinely tense and exciting scenes there.

Fear Factor: 7 A fairly frightening foe.

Killer Instinct: 8 One victim in one series.

Gore Factor: 2 Unless you're turned over by technomagic.

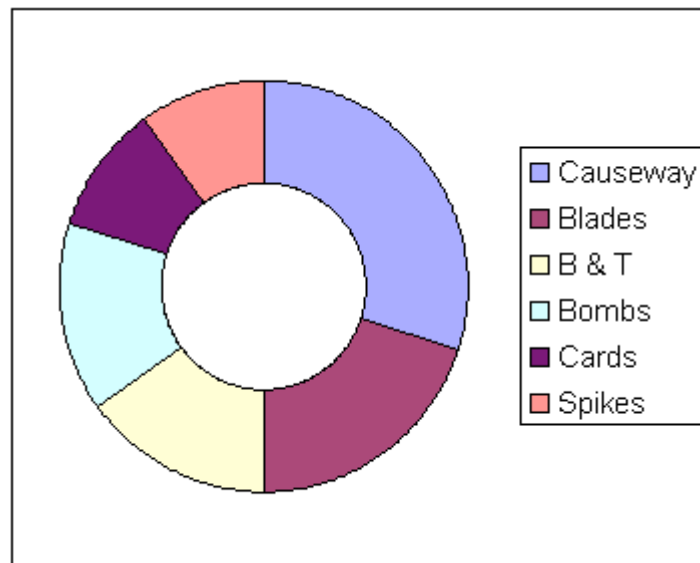
Humanity: 1 Modelled after a human figure.

KNIGHTMARE TOP FIVE

This is a list of the top five killer Nightmare puzzles and traps ever to bump off dungeoneers.

Position	Puzzle or Trap	Series Range	Victims
1.	Causeways	5 - 6	6

2.	Corridor of Blades	4 - 8	4
=3.	Block and Tackle	4	3
=3.	Bomb rooms	1 - 3	3
=5.	Trial by Spikes	7	2
=5.	Play Your Cards Right	7 - 8	2



REMEMBER HIM?

Series 7/8. Level 1/2.

RAPTOR

Raptor was introduced into series 7 to take over the role of Goblin Master from the absent Skarkill. As I have mentioned previously in this section, Skarkill was replaced by two different characters, each filling one element of his role. Lissard took over as Lord Fear's confidante and foil, while Raptor looked after the goblins, Grippa and Rhark. Like Lissard, Raptor was played by Clifford Barry.

To sum Raptor up in his simplest terms, he was a pirate. He wore a red pirate's bandana, carried a cutlass, and spoke in a traditional shiver-

me-timbers accent. Lord Fear often alluded to Raptor's nautical background, citing the fact that he was superstitious, as well as his affinity for "*making off with maidens*" as evidence of his pirate nature. However, Fear was also ready to use Raptor's background as a basis for insulting him, which was something he did quite a lot to all of his underlings: "*I think being on dry land has addled your brains. The sooner you're back on your ship the better.*" - **Lord Fear**. However, Raptor never did go back to his ship, so perhaps Fear changed his mind about him in the end.

Interestingly enough, Raptor was never actually described as a *Goblin Master*, even though that's clearly what he was. He was described on occasion as "*the brigand*" by Lord Fear and Romahna, and as "*Lord Fear's captain*" by Treguard. Despite this, however, Raptor did in series 7 exactly what Skarkill had done in series 5 and 6, in that he came into a chamber with Grippa and Rhark, promised the dungeoneer death, and had to be seen off in some way in order for the quest to continue. Ways of defeating Raptor included squashing him with a magic boot, shooting fireballs at him with a magic crossbow, transforming into a large black cat in order to bring him bad luck, and having Smirkenorff burn his backside with a fireball.

Unlike Skarkill, Raptor never caught any dungeoneers, and was something of an incidental character. We didn't even see his face in close-up until series 8, during his one and only appearance in the final series. Raptor had seemingly abandoned his goblins in favour of a pair of miremen, which was a bit strange. However, it was a fun scene, in which dungeoneer Daniel used a magic bone to make Raptor laugh uncontrollably until he had to wander off and have a lie down. And we never saw him again after that, with or without miremen or goblins. His final scene was undoubtedly his longest and probably his most satisfying.

Raptor has never been one of my favourite characters, but that's because I don't really have any strong feelings about him, which is probably due to the fact that he was something of a supporting character to say the least. With more appearances (particularly in series 8) and more character development, Raptor could have become a classic character, particularly if he'd managed to bag himself a victim. As it is, he will remain forever in the shadows, ousted and outclassed by his far more striking, memorable counterpart, Lissard.

Fear Factor: 5 A real threat, but often more comic than scary.

Killer Instinct: 2 More than capable of killing under the right conditions.

Humour Rating: 7 Okay, he was under a spell, but he laughed a lot!

Oscar Standard: 6 A fairly unremarkable performance of a fairly unremarkable character.

KNIGHTMARE LOCATIONS

My Nightmare Locations

My Nightmare Locations. Vital Statistics:

Location: Harpenden, Hertfordshire, and Pulborough, West Sussex.

Century of Origin: 19th (2nd photo), 20th (1st photo), 21st (3rd photo).

These pictures were taken by me, Jake Collins, in April 2006. They were scanned and cropped by Rosey Collins in May 2006.

This is the house where I spent the first thirteen years of my life, and where I watched Knightmare for the first time:



Below is the Arun Hotel, where I was staying in early September 1995, and where I learned the terrible news that Knightmare had been cancelled. As you can perhaps tell, the nineteenth-century building has since been converted into houses, as have many of Pulborough's local businesses in recent years:



And this is my computer workstation, where the Nightmare magic happens today!



Next Issue: Hedingham Castle, Essex.

MIND GAMES I

By Ian Down

"Where am I?" demanded Alex boldly in the second room of level three, unaware of what stood menacingly before him. Only a spell of *Charity* was in his possession as the team quested after the Sword.

"You're at the bottom of... in front of..." Rachel struggled to describe the enormously imposing gothic edifice that dwarfed the dungeoneer.

"It's like a huge old castle with gargoyles and tall slender towers, and there's a drawbridge in front of you," Kevin did his best to describe the indescribably massive and fearsome construction. The advisors, without saying so, could not envisage such a place having been manually built; there must be very great magic at work here.

"Caution team," urged Treguard, with an increasingly worried demeanour, "great power lies in this place. Use *extreme* caution. I would guide you onto a different path, but it appears you have no choice but to try to cross this drawbridge."

"Do you remember ze calling, team?" asked Majida, fidgeting nervously.

"Okay," the third advisor, Karen, took a deep breath. "True and false, false and true, open up and let us through."

Immediately, the team could hear howls of vicious derision, ringing out and echoing to every corner of the dark and imposing landscape. The air was heavily laden with menace. As the scornful laughter grew even louder, a face began to appear on the drawbridge. It was Malice. Eventually, the laughing subsided and her face returned to its usual terrifying sneer as she prepared to speak:

"I'm disappointed, Treguard - surely you didn't think your puny calling could open the gate to *my* domain?"

Treguard could not contain his concern, and asked nervously, "What will it take for this quest to continue?"

"Oh, nothing much," Malice muttered, as a wicked little smile began to appear at the corner of her ruby-red lips. "All I require is for this

dungeoneer to pledge his allegiance to me. And looking at this... this... pitiful creature, I wouldn't have thought he could possibly defy me!"

"She's right, team," Treguard said in a quiet aside to the advisors, "you must pledge yourselves to proceed. You have nothing with which to defend yourselves; you must kneel down and state your allegiance or else be destroyed!"

With that, the dungeoneer slowly got onto his knees and mumbled, "I pledge allegiance to you."

A broad but mocking smile spread across Malice's face as he did so: "I can't quite hear you, little dungeoneer, you will have to speak up."

Sure enough, Alex loudly repeated his sentence. When he had he done so, the now familiar laughter again chilled his bones and the drawbridge slowly creaked down into place.

Alex slowly crossed the drawbridge, trembling. His advisors described the room he now found himself in - a dingy antechamber, in the centre of which a hunched over and clearly panicky Motley stood despondent, trapped in a set of stocks.

"Oi!" shouted Motley, urgently. "Oi, you wiv the silly 'at, come and get me out of 'ere. That nutcase woman as 'ad me trapped in 'ere for two days - all I said was *"Can I entertain you?"* an' she says *"Yes, I think you can"* you know, all 'igh an' mighty like, an' the next fmg I know I'm 'ere in these stocks. Please 'elp me, you gotta let me out, please..."

Alex was guided over and attempted to undo the catch. Almost inevitably, it wouldn't budge.

"Spellcasting:" Rachel said confidently. "C-H-A-R-I-T-Y."

With that, the familiar magical flourish sounded and the catch on the stocks sprung open. Alex lifted the upper part of the ancient device and released the erstwhile prisoner.

"Oh, fanks mate" said Motley, stretching himself back into an upright position, "I fought I was done for. She's really got it in for me, that

Malice 'as. C'mon, let's go, I'm not stickin' around 'ere - she might come back..."

Motley put his arm on Alex's shoulder and guided him through the narrow doorway on the far side of the chamber.

"Do you really think them big 'elmets are back in fashion this season then?" quipped Motley as, eventually, they appeared in a small room with a table and two doors in the right-hand wall. Motley spotted something on the table: "Blimey, if it ain't me old jestin' stick... look at this! I wondered where it 'ad got to. Good old Treggy the jestin' stick! Got into some right scrapes with this one I can tell ya..."

Motley started to dance around, waving 'Treggy': "I'm so pleased to have 'im back, thanks ever so much for 'elpin' me. In fact, I'm so 'appy, you can 'ave this old spell I've 'ad for a while - it's called *Rib-Tickle* 'an it might just 'elp you out if you get into a pickle, so to speak."

Back at the table, the dungeoneer put the available banana into his knapsack and described the four objects, which he could just about make out from beneath the Helmet of Justice: "There's a bar of gold, a little bottle with SPECK written on it, a bigger bottle with SUPER-SIZE on it, and a scroll... the scroll says *Faced with the direst peril of all, should you be tall, or should you be small?* I think it's a clue."

"Take the gold and.... I think the *super-size* potion, we can make him bigger, what do you think?" asked Karen.

"No, let's take *Speck*. Remember what Malice said; she called him little before." After a pause, Kevin prevailed and the smaller bottle was taken: "Yes, take those two and turn to your right."

Motley, still dancing a silly jig, came over to Alex and guided him to the nearest door. "This way, matey... this is such a good jape... we must do this again sometime," he twittered inanely.

The next room had a doorway at the far end on the right, but part of the left and rear walls were crumbling, and a giant gold and black serpent was emerging menacingly through the collapsed portion of the walls.

Motley squealed like a girl: "Argh, I 'ate snakes! I'm off - good luck," he shouted, as he sprinted in the opposite direction.

"Quickly, side-step right five paces... now run forward!" urged Kevin.

Alex avoided the snake's darting tongue by inches and continued on through the doorway.

To be continued...

PUZZLE PAGE TWO

Fatal Foes: Series 4-8

All of the people and things listed below were responsible, at least in part, for at least one dungeon death in series 4-8. Find them hidden in the grid.

Q	W	P	E	M	O	G	D	R	E	D	R	T	Y	U
C	B	L	O	C	K	A	N	D	T	A	C	K	L	E
O	I	A	O	P	A	S	D	F	G	H	J	K	L	Z
R	X	Y	C	V	B	N	M	Q	W	E	R	T	Y	U
R	S	Y	L	V	E	S	T	E	R	H	A	N	D	S
I	I	O	O	P	A	S	D	F	G	A	H	D	J	K
D	L	U	Z	X	C	V	B	N	M	R	Q	R	W	E
O	T	R	I	A	L	B	Y	S	P	I	K	E	S	R
R	T	C	Y	U	I	O	P	A	S	A	D	A	F	G
O	C	A	U	S	E	W	A	Y	H	D	M	D	J	K
F	L	R	Z	X	C	V	B	N	M	N	I	N	Q	S
B	W	D	E	R	B	L	O	C	K	E	R	O	T	K
L	Y	S	U	I	O	P	A	S	D	F	E	R	G	A
A	H	R	J	K	L	Z	X	C	V	B	M	T	N	R
D	F	I	R	E	B	A	L	L	S	M	E	Q	W	K
E	E	G	R	T	Y	U	I	O	P	A	N	S	D	I
S	B	H	A	L	S	H	E	B	A	H	F	G	H	L

J	K	T	L	Z	X	C	V	B	N	T	R	O	L	L
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

ARIADNE

BHAL SHEBAH

BLOCK AND TACKLE

BLOCKER

CAUSEWAY

CORRIDOR OF BLADES

DREADNORT

FIREBALLS

MIREMEN

MOGDRED

PLAY YOUR CARDS RIGHT

SKARKILL

SYLVESTER HANDS

TRIAL BY SPIKES

TROLL

POETRY CORNER

A trip back to 1991 now, to join Richard, the second dungeoneer of series 5. This was a competent, intelligent team, hurried into a level two error by a notoriously terrifying foe.

Richard and his Kentish boys,
 Showed great skill 'gainst Dungeon ploys.
 On Smirky's back the quest began,
 Then Fear revealed an evil plan.
 Beneath the Wolfglade's leafy trees,
 Flowers were procured with ease.
 These lured Pixel from her holt,
 Which made Sylvester want to bolt.
 Past the blocker's scowling mien
 Brother Mace was very keen
 To show the way to level two,
 By counting doors; well, just a few.
 With Motley trapped in giant card,
 Richard found it very hard
 To call out "Snap!" with confidence,
 Which made the jester call him dense!
 Within a leafy greenwood glade,
 Gwendoline then offered aid.
 A bribe, she said, was what they needed,

But her warning was not heeded!
 In Ariadne's web-spun lair,
 The horn was taken without care.
 Oakley gave a useful hint,
 But Richard's dungeoneering stint
 Was sadly doomed to crash and burn,
 When Skarkill came to take his turn.
 The team would nevermore be free,
 As Skarkill laughed in evil glee.
 Without the gold, the quest was done,
 The Goblin Master had his fun.

PUZZLE ANSWERS

Challenge Question: Their size! Ross used a BIG spell from Motley to scare Olaf, Nicky used a potion called SMALL to get through a tiny door, Dickon took a DOWNER pill to get through the same door, Sofia used a magic ring to grow larger and scare Julius Scaramonger, and Julie used a GROW-ME spell to reach a piece of Grimaldine's Arken Shield.

Puzzle Page One:

A	E	R	Y	U	P	C	E	D	R	I	C	B	V	C
Q	W	A	T	I	O	A	Z	E	Y	T	R	N	M	X
M	A	S	D	F	G	V	X	A	U	I	E	W	Q	Z
O	R	L	K	J	H	E	C	D	O	P	A	S	D	L
G	I	B	B	E	T	R	V	E	C	V	K	J	F	K
D	A	M	Q	W	E	N	B	N	X	Z	L	H	G	J
R	D	R	T	Y	U	W	N	D	A	S	D	F	G	H
E	N	A	P	O	I	R	M	U	I	O	P	L	B	N
D	E	S	D	F	G	A	Q	G	O	B	L	I	N	S
X	Z	L	K	J	H	I	W	E	R	T	Y	L	D	F
C	V	B	N	F	A	T	A	L	F	A	L	L	S	G
M	Q	W	E	R	T	H	Y	U	I	O	P	I	A	H
R	E	W	Q	M	N	B	V	C	X	Z	L	T	K	J
T	Y	M	O	R	G	H	A	N	N	A	U	H	I	S
O	P	A	G	S	D	F	G	H	J	K	L	Z	X	W
C	V	B	R	N	M	Q	W	E	B	O	M	B	R	O
T	Y	M	E	D	U	S	A	U	I	O	P	A	S	R
D	F	G	H	J	L	Q	U	I	C	K	S	A	N	D

Puzzle Page Two:

Q	W	P	E	M	O	G	D	R	E	D	R	T	Y	U
C	B	L	O	C	K	A	N	D	T	A	C	K	L	E
O	I	A	O	P	A	S	D	F	G	H	J	K	L	Z
R	X	Y	C	V	B	N	M	Q	W	E	R	T	Y	U
R	S	Y	L	V	E	S	T	E	R	H	A	N	D	S
I	I	O	O	P	A	S	D	F	G	A	H	D	J	K
D	L	U	Z	X	C	V	B	N	M	R	Q	R	W	E
O	T	R	I	A	L	B	Y	S	P	I	K	E	S	R
R	T	C	Y	U	I	O	P	A	S	A	D	A	F	G
O	C	A	U	S	E	W	A	Y	H	D	M	D	J	K
F	L	R	Z	X	C	V	B	N	M	N	I	N	Q	S
B	W	D	E	R	B	L	O	C	K	E	R	O	T	K
L	Y	S	U	I	O	P	A	S	D	F	E	R	G	A
A	H	R	J	K	L	Z	X	C	V	B	M	T	N	R
D	F	I	R	E	B	A	L	L	S	M	E	Q	W	K
E	E	G	R	T	Y	U	I	O	P	A	N	S	D	I
S	B	H	A	L	S	H	E	B	A	H	F	G	H	L
J	K	T	L	Z	X	C	V	B	N	T	R	O	L	L